Micah Scott

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EDUCATION

Bachelor of Science in Software Engineering Anticipated May 2027
Liberty University, Lynchburg, VA | GPA: 3.88

- Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Database Design, Advanced C++, Windows & Linux System Administration
- Clubs: Software Development Club, Cyber Security Club

SKILLS

Programming Languages: C++, C, Java, Python, JavaScript, HTML, CSS, SQL, Bash
Technologies: Git, GitHub, Docker, Azure, Microsoft SQL Server, MySQL, Logisim, Unreal Engine 5, Pandas, OpenCV, VS Code, IntelliJ, Microsoft Office

EXPERIENCE

Data Annotation Tech | *Project Developer & Reviewer* February 2025-Present

- Led development of 25+ AI training projects focused on code and computer science domains
- Defined 125+ evaluation criteria for AI-generated responses to ensure consistency and quality
- Conducted peer reviews and QA audits to maintain near 100% data integrity across 75+ projects
- Revised and updated 30+ projects in an active development environment to maximize data quality
- Debugged and resolved issues with 25+ projects and data sets as they arose

Data Annotation Tech | *AI Trainer* August 2024-Present

- Refined 200+ AI-generated code outputs for correctness, performance, and industry standards
- Converted 50+ backend API functions into JSON Schemas for AI model integration
- Engineered 15+ Python utilities enabling AI models to extract data from Google Docs using Pandas
- Evaluated AI-generated code diffs involving large scale repositories for accuracy and compatibility
- Engineered 100+ prompts to drive AI models to failure to be documented and corrected

PROJECTS

Logisim Computer (Machine Language, 6502 Assembly) 2025

- Designed and simulated a custom 8-bit CPU architecture using electrical, logic gates, registers
- Built a compatible 6502 based assembler an disassembler for low-level instruction encoding
- Designed machine level programs to perform tasks under extreme architectural constraints

Image Detection (Python + OpenCV) 2025

- Built a visual detection program using OpenCV to interact with game elements at 95% accuracy
- Integrated Windows API calls for raw mouse and keyboard input control
- Demonstrated real-time feedback and adaptive gameplay based on image recognition

Bash Shell Extension (Ubuntu Linux, Bash) 2024

- Created a Bash shell extension that executes arbitrary commands after each user input
- Implemented self-modifying code and filesystem evasion techniques to resist deletion

Unreal Engine 5 Game Development (C++) 2022-2024

- Developed several 3d multiplayer video games supporting local and online co-op
- Published 2 separate titles to Steam and itch.io with integrated marketing and deployment pipelines